



BRILLIANT
GRAPHICS

COMMODORE
64/128

The Warrior Robot
craves vengeance.
— Force Beams
seek to destroy you
— Droids pursue
you. However you
have your Photon
Lazer and your
reactions are fast —
your intelligence is
high — you CAN
survive!



SOUND E.X. BY
DAVID WHITTAKER

TERRA COGNITA



1014

— BY
STEPHEN CURTIS
C64 CONVERSION
BY MARTIN SEXTON



FAST LOADER



COMMODORE
64/128

100
SCREENS

THE SCENE
Far into the future, on Krion, a
remote barren planet orbiting a
dying Sun, three Mining
Engineers discover the remains
of a Warrior Robot, just its head
— one curious Engineer kicked
the head, it began to speak and
told a terrible tale of mankind's
destruction of Krion. . . .

. . . and then the ground beneath
began to vibrate, the dust parted,
revealing a smooth artificial
surface — and they saw that the
Warrior Robot head was
attached by thick cables to what
they were standing on!

Suddenly the head spoke again,
this time of revenge. . . .

LOADING

type LOAD press RETURN



ACTUAL C64
SCREEN SHOTS

CONTROLS:

KEYS

A	— LEFT
S	— RIGHT
:	— UP
.	— DOWN
SPACE	— FIRE

PLAYING TERRA-COGNITA

The game is shown on plan view, with the landscape scrolling down. You play the role of the Mining Engineer, escaping in his small scout ship. You have to make your way over 100 screens of torturous terrain to the mother ship waiting at the end.

But its not easy! The computer has activated force field beams that rise up off the surface. Should the ship hit them, your ship will explode. Droids, controlled by the computer come at you, in wave after wave. Avoid them, or you will again explode!

You have equipped a photon lazer beam, that will shatter the Droids into a thousand pieces. It does NOT have automatic repeat.

Flying over the surface uses up fuel. Your current fuel status is shown as a bar at the bottom of the screen. Should you run out of fuel you will plummet to the surface of the planet and explode. You can pick up fuel by flying over fuel zones.

You have available to you 3 speeds. These are dehyeped proton drive (slow), standard proton drive (medium), and warp drive (fast). Upon entering or exiting these speeds the screen will flash. **YOU CAN ONLY MAINTAIN THE SLOW AND FAST SPEEDS FOR A SHORT WHILE.**

Shooting the Droids gives extra points. You can however pick up **BONUS** points by flying over a bonus area.

Avoid the time shifts!! These will disrupt the space/time continuum, and take you back to screen one.

Every time you die, you start off on a launch pad.

You can pick up extra lives.

You can pick up force field generators that make you invincible from the droids for a short period. You will turn green to signify this.

Made in England.



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